GAM0183 Game Programming

Laboratory 4a

The aim of this laboratory is to create a minimal game using INFORM 7 which makes use only of light puzzles. As a minimum, the game should feature:

- 5 rooms (hall, kitchen, study, bedroom, attic)
- hall->kitchen uses “light switch outside room”
- kitchen->study uses “taking a flashlight into room”
- study->bedroom uses “light for a few minutes”
- bedroom->attic uses “limited flashlight based on number of turns”
- the game ends successfully when the player takes the blue bird which is in the attic

Demonstrate your game solution to the teacher and be sure that a note is made that you successfully created a minimal game, making only use of light puzzles.

Do not try and write all the code all at once. Tackle the development and testing of each puzzle in order.